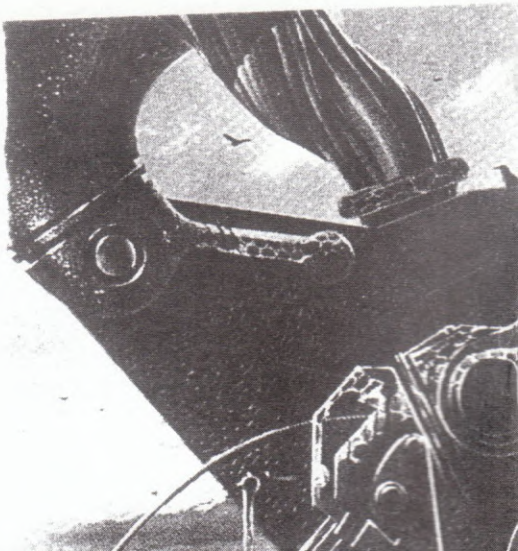


# TERRORPODS

# TEF





Some missions have suicide written all over them.

This was one...

Again, I ask myself – "what the hell am I doing on Colian?"

Stuck out on the edge of System 7, Colian has never been the most hospitable place in the Universe – the only thing this asteroid has going for it is the fact that it is very, very rich in mineral deposits: the kind of mineral deposits that people will kill for. There's Detonite, a powerful explosive that, paradoxically, is also capable of regenerating molecular structures if used appropriately, and Quaza, an energy-giving crystal capable of fuelling almost any craft designed by sentient beings. And there's Aluma, the hardest metal known to man – almost indestructible, it is ideal for making weapons of war.

With stuff like this lying around, trouble is never likely to be far away...

Over the years, a sophisticated mining operation was established on Colian. Six separate mining colonies were set up, each with its mines, dumps, stores and resource centres linked together by a complicated system of shuttles to transport minerals through the network. Everything was going fine – new wealth was being extracted and stockpiled daily.

Then the military arrived, to set up combined mining and manufacturing centres where they began making weapons from the precious Aluma. Defence and surveillance systems were constructed to protect the valuable assets and manufacturing plants on the asteroid. Soon all was running smoothly.

## TERRORPODS

### Destroying Terrorpods

In the Spectrum and Amstrad versions, the laser cannon are used to kill off the rampaging Terrorpods. The first hit renders a Terrorpod inoperative, and the DSV readouts reveal the percentage damage sustained by the disabled Terrorpod. Further hits are required before it is destroyed completely – and watch out, Terrorpods that have not sustained 100% damage regenerate and are soon back on their three legs ...

Missiles are used to destroy Terrorpods in the C64 version – press P to prime a missile by loading Detonite into its warhead and then L to launch the projectile. Select your target before the upper sighting counter reaches zero, and keep the drift indicators central until the lower tracking counter reaches zero.

### Rebuilding Installations

The marauding Terrorpods destroy Detonite and Quaza mines as well as radar beacons and the manufacturing units that generate Terrorpod components. A mis-placed shot from the DSV is also likely to render an installation into scrap metal. There will be times when you desperately need to repair the damage – providing you are locked on to a destroyed unit and its status is revealed on the DSV console, a press of the R key will rebuild it ... if you have enough Detonite to do the job, that is.

Bear in mind that if all the radar beacons are destroyed, it will prove difficult (no, impossible) to warp to the next colony

once you have achieved all you need to in the current zone – and the map system may well cease functioning . . .

Only fools attempt to regenerate a destroyed Terrorpod.

**Collecting Quaza Fuel, Detonite or a Terrorpod Component**
Move the DSV directly in front of the appropriate installation, check that you are locked on to it and then press B repeatedly until you have collected what you want. Don't forget, a Terrorpod component can't be collected until you have destroyed all the active Terrorpods in the current colony.

**Moving Around a Colony**
There are two ways to move around, and both consume Quaza fuel. On the ground, the vehicle is steered by moving the mobile crosshair sight around the screen, and a press of the Z key turns your vehicle on its axis through 180 degrees. Alternatively, you can traverse territory more rapidly by toggling the map screen (press M) and moving the cursor to the point on the map where you want to be. Be careful when using the map screen to move around – you can eat up Quaza fuel without realising how quickly reserves are being depleted.

**Warping to the Next Colony Sector**
This can only be achieved once you have destroyed the Terrorpods

Things are hotting up on the surface of Colian. Eight fully-operational Terrorpods are rampaging through each of the six colonies, blasting the installations and draining them of their mineral wealth. The Mother Ship seems to have a fix on my DSV, and periodically sends homing missles at me from out of the skies. I'm out in the open, surrounded by mining and manufacturing installations from which I draw fuel and explosive power. Terrorpods are on the rampage, destroying the sources I rely on for energy . . .

I must protect the Detonite and Quaza mines from destruction else the DSV will grind to a defenceless halt and my misison will be over. Along with me.

My mission objective has become suddenly clear. Working my way through the six colonies, I have to rid each in turn of the marauding Terrorpods, ensuring that the DSV is kept well supplied with Detonite and Quaza. Once the Terrorpods that patrol a colony have been destroyed, I must wait until one of the manufacturing units has completed a Terrorpod component, seize it and warp to the next colony to start over.

Can I complete the mission? The Federation has faith in me – it knows I'm a Survivor, but can I survive this . . .?

**Playing Terrorpods**

The overall aim of the game is to destroy all the Terrorpods that lurk in a colony sector and then collect a Terrorpod component from one of the manufacturing units before warping to the next sector and continuing the mission. Success only comes when all six sectors have been cleared of Terrorpods and a full set of components collected for delivery to the Federation.

Fuel (Quaza) mines and explosives/power mines (Detonite) are dotted around each colony sector, along with manufacturing units which slowly generate a Terrorpod component. Fuel and Detonite may be collected from mining units by approaching them in the DSV and locking on – a readout indicates that contact has been made and reveals how many units of Detonite or Quaza fuel are available for collection. Pressing the B key loads the Quaza fuel or Detonite onto the DSV, replenishing your stocks.

Watch the on-screen meters – run out of fuel and you can't move, becoming a sitting target for the marauding Terrorpods. Run out of Detonite and the DSV's weapon systems become inoperative – and it's only a short while

before a barrage of missiles from the Mother Ship hit home ...

Detonite is also used to maintain shields, lasers and the rebuild unit, and you need an adequate supply of Detonite both to secure a Terrorpod component from a manufacturing unit and to warp to the next colony. In the case of the Commodore 64 version, Detonite is also used to prime the missiles needed to destroy.

Suddenly, it happened.

An Empire Mother Ship arrived from deep space and set up a stationary orbit around Colian, the most valuable asteroid in the Universe. An Empire Mother Ship is the most awesome warcraft, the most powerful agent of destruction ever constructed. With this behemoth lurking in the skies above Colian, something dramatic was about to happen.

And it did.

Pinpoint missile attacks launched from the Mother Ship took out the defence systems and destroyed the automated shuttle systems that linked the mines and installations on the surface of Colian. The few humans who tended the automated mining, refining and construction systems cowered in fear, waiting for the end to come ... but they were spared from painful deaths.

The Empire had other plans – destruction of the installations on the surface of Colian would have been truly wasteful. Occupation was the goal of the Empire's expeditionary force, not destruction. Human personnel were enslaved, rather than killed. The mining and weapon manufacturing systems set up by the military were taken over and modified. Modified so that they could make components for the most deadly of surface weapons – fearsome Terrorpod fighting machines. Machines the Empire requires to bring about its avowed aim – conquest of every planet in space that supports intelligent life. Very soon, the purpose of the Mother Ship became clear: the

Empire planned to make Terrorpod components on the surface of Colian, and then effect final assembly on board the Mother Ship.

This was a chance the Federation could not afford to miss, an opportunity to discover the secrets of Terrorpod manufacture. All that had to be achieved was the collection of a complete set of Terrorpod components . . .

Guess who was sent to get them? Yes, right in one: Yours Truly.

I arrived undercover with a fully functioning Defence Strategy Vehicle – known to us special agents as a DSV. For the first few months, I kept a low profile, exploring the trading colonies and mapping their layout with some assistance from the frightened colonists who had been enslaved by the Empire. I had just committed a full set of maps to the computerised memory of the DSV's scanner system and patched its sensors into the network of radar beacons dotted around the asteroid's surface, when things started to go wrong. Badly wrong.

The Mother Ship had learned of my existence, and immediately changed strategy. Terrorpods were despatched to the surface, programmed to start destroying the manufacturing units and the secrets they hold. Their next priority target will be me . . . roaming around the current sector and collected a Terrorpod component from one of the manufacturing units. (Approach a manufacturing unit, lock on in the usual way and press the B key if the readout reveals that a 100% complete Terrorpod component has been made.) You need 1500 detonite units to prime a radio beacon – approach one and lock on, then follow the prompts. Once a beacon has been primed, you need 1500 fuel units on board the DSV to effect the warp.

**Shields**
Shields are pretty finite, and are depleted by contact with active Terrorpods or hits from the missiles launched by the Mother Ship.If Shield levels start going down during play, move – a Terrorpod has probably sneaked up from behind. Missiles can be taken out with the laser cannon in flight (Press W to move the sight into the air and then fire on the approaching projectile.) If a missile hits home, a large chunk of shield energy is removed – this loss can be reduced if you activate the shields manually at the critical moment by pressing the space bar.

**Information**
W on the Commodore and I on the Spectrum and Amstrad take you into supplementary information screens. Explore . . .

**Loading**
Connect your computer, monitor and tape deck together according to the manufacturer's instructions. Plug in a joystick if you intend using one (port 2 on the C64).

SPECTRUM
Press LOAD "" followed by RETURN and then start the tape.

AMSTRAD
Press RUN"ATP followed by RETURN and then start the tape.

COMMODORE 64
Press SHIFT and RUN STOP together and then start the tape.

COMMODORE 64 DISK
Type LOAD "*",8,1 and press RETURN.





Battez-vous avec les derniers engins de combat de l'Empire: les Terrorpods.

Prenez de l'énergie et du carburant après des installations minières pour maintenir votre Véhicule Stratégique de Défense en bon ordre pendant que vous traversez la zone d'un astéroïde ennemi. Evitez ou détruisez les missiles à tête chercheuse qui arrivent du ciel, éliminez les Terrorpods à chaque nouveau niveau et récupérez les éléments constitutifs du Terrorpod afin que le secret de leur fabrication soit révélé.

La version 8 bits de la version classique de 16 bits que l'on avait dit ne pas pouvoir programmer. La voilà. Allez-y, essayez-là.

**Détruire les Terrorpods**

Dans les versions Spectrum et Amstrad, le canon laser sert à détruire les Terrorpods déchaînés.

Les missiles servent à détruire les Terrorpods dans la version C64. Appuyz sur la touche P pour armer et lancez le projectile.

**Reconstruire les installations**

Appuyez sur la touche R pour reconstruire . . . mais si vous avez suffisamment de Détonite.

Récupérez le fuel Quaza, la Détonite ou un élément constitutif d'un Terrorpod.

Avancez directement devant l'installation adéquate et ensuite

pressez la lettre B à plusieurs reprises.

Aucun élément constitutif de Terrorpod ne peut être récupéré tant que vous n'avez pas détruit tous les Terrorpods actifs de la colonie.

**Se déplacer au milieu d'une colonie.**
Il y a deux façons de se déplacer. A terre, le véhicule est guidé par le viseur mobile de coordonnées et en appuyant sur la lettre Z, votre véhicule est mis sur son axe en passant par un angle de 180 degrés.

Sinon, vous pouvez traverser le territoire plus rapidement en appuyant sur le bouton M pour obtenir la carte sur l'écran et en déplaçant le curseur à l'endroit où vous désirez vous placer sur la carte.

Se téléporter d'un secteur à un autre de la colonie.

Ceci ne peut être réalisé qu'après avoir détruit les Terrorpods.

**Jouez avec les Terrorpods**
Le but du jeu est de détruire tous les Terrorpods dans un secteur de la colonie et d'ensuite récupérer leurs éléments constitutifs avant de vous téléporter à un autre secteur de la colonie et de continuer votre mission.

Vous pouvez vous approvisionner en carburant et détonite auprès des centres miniers en vous en approchant et en vous y arrimant.

**En pressant la touche B vous vous approvisionnez en carburant Quaza et en détonite.**
Si vous tombez en panne de carburant et ne pouvez plus vous déplacer, vous devenez une cible idéale pour les Terrorpods. Si vous manquez de Détonite, votre système de défense devient inopérant.

La détonite sert aussi à maintenir les écrans de protection, les lasers et à reconstruire les centres et il vous faut un approvisionnement suffisant de détonite à la fois pour vous procurer un élément constitutif des Terrorpods et vous téléporter à la colonie suivante.

Dans le cas de la version Commodore 64, la détonite sert auiss à armer les missiles.

Approchez-vous d'un centre de fabrication pour vous y arrimer de la

manière habituelle et appuyez sur la touche B si la lecture révèle qu'un élément constitutif de Terrorpod a été créé à 100%. Vous avez besoin de 1,500 unités de détonite pour armer le radiophare, une fois armé, de 1,500 unités de carburant à bord pour vous téléporter.

**Ecrans de protection**

Les écrans de protection sont très limités.

Si leur niveau commence à diminuer pendant le jeu, déplacez-vous; un Terrorpod a certainement pu arrivé par derrière.

Les missiles peuvent être détruits avec le canon laser en l'air (appuyer sur la touche W pour déplacer le viseur vers le ciel et tirez sur le projectile qui approche).

Si un missile atteint sa destination, un grand morceau de l'énergie des écrans de protection est perdu. Vous pouvez réduire cette perte et actionnant les écrans manuellement au moment critique en utilisant la barre d'espacement.

**Information**

La lettre W sur le Commodore et la lettre I sur le Spectrum et Amstrad vous apportent un écran d'information supplémentaires . . .
Explorez . . .

**CHARGEMENT**

**Spectrum**

Appuyer sur LOAD " " ensuite sur RETURN et commencez.

**Amstrad**

Appuyez sur RUN " ATP suivi de RETURN et commencez.

**Commodore 64**

Appuyez sur SHIFT et RUN STOP en même temps et commencez.
Diskette: Tapez LOAD "*",8,1 et RETURN.



Treten Sie Ihre Energie und Ihren Treibstoff von Mineninstallationen, um Ihr Verteidigungsfahrzeug, das sogenannte 'Defense Strategie Vehicle' (DSV), am Laufen zu halten, wenn Sie sich auf der Oberfläche des feindlichen Asteroiden fortbewegen. Weichen Sie den ferngesteuerten Raketen, die aus den Wolken kommen, entweder aus oder zerstören Sie sie, eliminieren Sie die Terrorpods in jedem aufeinanderfolgenden Level und sammeln Sie die Komponenten von den Terrorpods ein, damit ihr Fabrikgeheimnis gelöst werden kann.

Die 8 bit-Version der klassischen 16 bit-Version, von der alle sagten, daß sie niemals programmiert werden könnte – hier ist die Version. Spielen Sie sie!

In den Versionen für den Spectrum und den Amstrad werden die Laserkanonen zur Zerstörung der rasenden Terrorpods benutzt.

Raketen werden in der C64-Version zur Zerstörung der Terrorpods benutzt – drücken Sie P, um sie zündfertig zu machen, und dann L für den Abschuß der Projektile.

**Reparatur von Installationen**
Drücken der R-Taste repariert die Installationen . . . vorausgesetzt, daß Sie über genug Detonite verfügen.

**Einsammeln von Quaza-Treibstoff, Detonite und einer Terrorpods-Komponente**
Begeben Sie sich direkt vor eine entsprechende Installation und drücken Sie wiederholt die B-Taste. Eine Terrorpods-Komponente

kann nur eingesammelt werden, wenn Sie alle aktiven Terrorpods in der gegenwärtigen Kolonie, in der Sie sich gerade befinden, zerstört haben.

Sie können sich auf zwei verschiedene Arten und Weisen fortbewegen. Auf ebener Erde wird Ihr Fahrzeug durch Bewegen des mobilen Fadenkreuzes über den Bildschirm gesteuert, und Drücken der Z-Taste dreht Ihr Fahrzeug genau um 180 Grad um die eigene Achse. Als Alternative können Sie das Terriotorium schneller mit Hilfe des Umschaltens der Kartenbildschirme überqueren. Drücken Sie M und bewegen Sie den Cursor auf der Karte, um direkt zur von Ihnen gewünschten Position zu gelangen.

**Übergang zum nächsten Kolonie-Sektor**
Dies ist nur dann möglich, wenn Sie zuerst alle Terrorpods zerstört haben.

Ziel des Spieles ist es, alle Terrorpods in einem Kolonie-Sektor zu zerstören und dann die Terrorpods-Komponenten einzusammeln, bevor Sie zum nächsten Sektor weitergehen, um Ihre Mission fortzusetzen.

Treibstoff und Detonite können Sie von den Installationen beziehen, wenn Sie dort andocken. Drücken der B-Taste lädt den Quaza-Treibstoff oder das Detonite.

Wenn Ihnen der Treibstoff ausgeht, können Sie sich nicht mehr fortbewegen und werden somit ein einfaches Ziel für die Terrorpods, und wenn Ihnen das Detonite ausgeht, lassen sich Ihre Waffensysteme nicht mehr operieren.

Detonite wird außerdem zur Versorgung der Schilder, der Laser und für die Reparatureinheit benutzt, und Sie benötigen eine ausreichende Versorgung von Detonite sowohl zum Einsammeln der Terrorpods-Komponenten als auch für den Übergang in die nächste Kolonie. In der Commodore 64-Version wird das Detonite zum Scharfmachen der Raketen benutzt.

Nähern Sie sich einer Fabrikationseinheit, docken Sie wie gewöhnlich an, und drücken Sie die B-Taste, wenn Ihre Anzeige offenbart, daß eine 100 prozentige Terrorpods-Komponente hergestellt wurde. Sie benötigen 1500 Detonite-Einheiten zum Scharfmachen einer Radarantenne. Sobald diese zündfertig ist, benötigen Sie weitere 1500 Detonite-Einheiten an Bord für den Übergang in den nächsten Sektor.

Schilde sind ziemlich begrenzt. Wenn Ihr Schildlevel während dem Spielen sinkt, sollten Sie sich wegbewegen – ein Terrorpod hat sich wahrscheinlich von hinten unbbemerkt angenähert. Raketen lassen sich mit der Laserkanone in der Luft abfeuern (Drücken Sie W, um die Sicht in den Himmel zu richten, und feuern Sie dann auf die sich annähernden Projektile). Sollten Sie von einer solchen Rakete getroffen werden, wird ein großer Teil des Schildes entfernt – dieser Verlust kann gering gehalten werden, wenn Sie den Schild von Hand aktivieren und im richtigen Moment die Leertaste drücken.

W auf dem Commodore und I auf dem Spectrum und Amstrad zeigen Ihnen Bildschirme mit Zusatzinformationen an. Erforschen Sie sie . . .

**LADEN**

**Spectrum**

LOAD " " eingeben gefolgt von RETURN, dann Starten der Kassette.

**Amstrad**

RUN " ATP eingeben gefolgt von RETURN, dann Starten der Kassette.

**Commodore 64**

Gleichzeitig SHIFT und RUN/STOP drücken, dann die Kassette starten.

**Commodore 64 Diskette**

LOAD "*",8,1 eintippen, dann RETURN.



**TERRORPODS**

Combatti control la nuova macchina da guerra dell'Impero: i Terrorpods.

Prendi energia e carburante dalle installazioni minerarie per sostenere il tuo Veicolo di Difesa Strategica mentre percorri la superficie di un asteroide nemico. Evita o distruggi i missili teleguidati che piovono dal cielo, elimina i Terrorpods in ogni livello e raccogline i componenti in modo da rivelare il segreto della loro costruzione.

La versione a 8-bit del classico 16-bit che tutti dicevano non si poteva programmare. E invece eccolo, pronto per giocare.

**ISTRUZIONI**

Nelle versioni Spectrum e Amstrad i cannoni laser vengono usati per uccidere i Terrorpods scatenati.

Nella versione C64 i missili vengono usati per distruggere i Terrorpods – premi P per innescare, poi L per lanciare.

**Ricostruzione delle Installazioni**

Premendo il tasto R, si rocostruisce . . . se hai abbastanza Detonite.

**Raccogliere Carburante Quaza, Detonite o Componente**
Muovi direttamente davanti all'installazione appropriata, quindi premi ripetutamente B. Non puoi raccogliere un componente fino a che non hai distrutto tutti i Terrorpods attivi nella colonia in corso.

Ci sono due modi per spostarsi. Sul terreno, il veicolo viene guidato muovendo il mirino mobile sullo schermo e premendo il tasto Z per farlo ruotare sul suo asse di 180 gradi. Alternativamente, puoi attraversare il territorio più rapidamente azionando la videata mappa (premi M) e muovendo il cursore sulla posizione prescelta sulla mappa.

**Tasferimento al Prossimo Settore della Colonia**
Questo può essere ottenuto solo dopo aver distrutto i Terrorpods.

Lo scopo generale del gioco è di distruggere tutti i Terrorpods in un settore di colonia e poi raccoglierne i componenti prima di trasferirsi al prossimo settore per continuare la missione.

Il Carburante e la Detonite possono essere raccolti dalle unità minerarie avvicinandosi bloccandole nel mirino. Premendo il tasto B si carica il Carburante Quaza o la Detonite.

Se esaurisci il carburante, ti blocchi diventando un bersaglio fisso per i Terrorpods. Se esaurisci la Detonite, il sistema d'arma non è più operativo.

La Detonite si usa anche per mantenere gli scudi, i laser e le unità di rocostruzione, per cui ti occorre un rifornimento adeguato sia per assicurarti i componenti che per trasferirti sulla prossima colonia. Nella versione Commodore 64 la Detonite viene anche usata per innescare il missile.

Avvicinati ad una unità di fabbricazione, blocca nel modo solito e quando l'indicatore accenna al completamento del 100% di un component, premi il tasto B. Ti occorrono 1500 unità di Detonite per attivare un radio faro. Una volta attivato, ti occorrono 1500 unità di carburante per effettuare il trasferimento.

Gli scudi sono deperibili. Se, durante il gioco, il livello degli scudi comincia a diminuire, spostati – un TErrorpod può sorprenderti da

dietro. I missili possonok essere abbattuti al volo con il laser (Premi W per mirare in aria poi spara sul missile in avvicinamento). Se un missile va a bersaglio, viene rimossa una grossa porte di energia dello scudo – questa perdita può essere ridotta se attivi gli scudi manualmente al momento critico premendo la barra spaziatrice.

W sul Commodore e I sullo Spectrum e Amstrad, ti portano su una videata di informazioni supplementari. Esplora . . .

**CARICAMENTO**

**Spectrum**

Premere LOAD " " seguito da RETURN e poi fai partire il nastro.

**Amstrad**

Premere RUN " ATP seguito da RETURN e poi fai partire il nastro.

**Commodore 64**

Premere contemporaneamente SHIFT e RUN STOP e poi fai partire il nastro.

**Commodore 64 Disco**

Battere LOAD "*",8,1 e poi RETURN





RRO